## WHAT IS CLAIMED IS:

1. A game system which is constructed of a plurality of mobile game apparatuses and exchanges game data between the respective game apparatuses, wherein each game apparatus, comprising:

5          a game data storing means for storing game data;

a providing game data designating means for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data storing means;

an exchange condition setting means for setting exchange condition data

10       indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communication means for performing short-distance radio communication with another game apparatus;

15       an exchange desire transmitting means for broadcasting by use of said communication means exchange desired data to other game apparatus(es) without specifying a destination address;

an exchange desire receiving means for receiving by use of said communication means said exchange desired data from another game apparatus; and

20       a game data exchange means for exchanging the game data with a specific game apparatus by use of said communication means, wherein

a first game apparatus out of said plurality of game apparatuses transmits said exchange desired data by use of said exchange desire transmitting means, and a second game apparatus out of said plurality of game apparatuses receives said exchange desired

25       data,

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said game data exchange means of said first game apparatus and said game data exchange means of said second game apparatus determine, by communicating at least one of attribute information and the exchange condition data relating to the providing game data by use of said communication means, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus.

2.  A game system which is constructed of a plurality of mobile game apparatuses and exchanges game data between the respective game apparatuses, wherein each game apparatus, comprising:

a game data storing means for storing game data;

a providing game data designating means for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data storing means;

an exchange condition setting means for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communication means for performing short-distance radio communication with another game apparatus;

a connection establishing means for performing by use of said communication means a process to establish a connection by a radio communication with a specific game apparatus; and

a game data exchange means for exchanging the game data with said specific

game apparatus by use of said communication means, wherein

in a first game apparatus and a second game apparatus out of said plurality of

game apparatuses, said connection establishing means of one game apparatus executes a

first connection establishing process by broadcasting connection requiring data for

establishing a connected state with other game apparatus which has received said

connection requiring data, and said connection establishing means of said other game

apparatus executes a second connection establishing process by receiving said connection

requiring data for establishing the connected state with said one game apparatus which

has broadcasted said connection requiring data, and

said game data exchange means of said first game apparatus and said game data

exchange means of said second game apparatus determine, by communicating at least one

of attribute information and the exchange condition data relating to the providing game

data by use of said communication means, whether or not the providing game data of said

first game apparatus satisfies the exchange condition of said second game apparatus, and

whether or not the providing game data of said second game apparatus satisfies the

exchange condition of said first game apparatus, and exchange, in a case both of the

exchange conditions are satisfied, the providing game data of said first game apparatus

for the providing game data of said second game apparatus by communicating between

said first game apparatus and said second game apparatus by use of said communication

means.

3. A game system according to claim 1, wherein

said game apparatus, further comprising:

a game program storing means for storing a game program;

a game program executing means for generating said game data by executing said

game program; and

a game data storing process means for storing said game data generated by said game program executing means in said game data storing means.

4. A game system according to claim 1, wherein the exchange condition data includes data for designating a kind of the game data desired to be provided.

5. A game system according to claim 4, wherein the exchange condition data further includes an attribute value of the game data desired to be provided.

6. A game system according to claim 1, wherein said exchange desire transmitting means continuously broadcasts said exchange desired data.

7. A game system according to claim 1, wherein said providing game data designating means designates said providing game data according to an instruction from a player.

8. A game system according to claim 7, wherein said providing game data designating means is validated when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition.

9. A game system according to claim 1, wherein said exchange condition setting means sets the exchange condition according to an instruction from a player.

10. A game system according to claim 9, wherein said exchange condition setting means is validated when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition.

11. A game system according to claim 1, wherein said providing game data designating means automatically designates, when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition, the providing game data according to said predetermined condition.

12. A game system according to claim 1, wherein said exchange condition setting

means automatically sets, when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition, the exchange condition according to said predetermined condition.

13. A game system according to claim 1, wherein said game data exchange means includes an inquiring means for inquiring of a player whether or not to perform an exchange when it is determined that both of the exchange conditions are satisfied.

14. A game system according to claim 2, wherein said game apparatus, further comprising:

a game program storing means for storing a game program; and

a game program executing means for executing said game program, wherein when said game program is executed by said game program executing means, said game apparatus is connected to said another game apparatus by said connection establishing means and executes the exchange processing of the game data with said another game apparatus that satisfies both of the exchange conditions by said game data exchange means.

15. A game system according to claim 14, wherein when a progress of a virtual game by said game program executing means satisfies a predetermined condition, said game apparatus is connected to said another game apparatus by said connection establishing means and executes the exchange processing of the game data with said another game apparatus that satisfies both of the exchange conditions by said game data exchange means.

16. A game system according to claim 1, wherein said exchange desire transmitting means broadcasts at least one of the attribute information data and the exchange condition relating to the providing game data of its own.

17. A game system according to claim 1, wherein said providing game data

designating means is able to designate a plurality of providing game data,

said exchange condition setting means sets the exchange condition data in such a manner as to correspond to each of the providing game data,

said game data exchange means of said first game apparatus and said game data exchange means of said second game apparatus exchange, when with respect to combinations of respective ones of said providing game data of said first game apparatus and respective ones of said providing game data of said second game apparatus, it is determined that first providing game data that is one of said providing game data of said first game apparatus satisfies the exchange condition brought into correspondence with second providing game data that is one of said providing game data of said second game apparatus, and it is determined that said second providing game data satisfies the exchange condition brought into correspondence with said first providing game data, said first providing game data being satisfying the exchange condition for said second providing game data.

18. A game system according to claim 1, further comprising:

a selecting means for selecting at least one of the game data stored in said game data storing means;

a game program storing means for storing a game program; and

a game program executing means for executing said game program by causing the game data selected by said selecting means to appear in a virtual game world, wherein said game data exchange means does not perform a determination whether or not the exchange condition is satisfied and exchange of said providing game data with respect to said game data selected by said selecting means out of said providing game data designated by said providing game data designating means.

19. A game system according to claim 13, further comprising:

an identifying information exchange means for exchanging identifying information of game apparatuses with said specific game apparatus; and

a presenting means for presenting to the player said identifying information of said specific game apparatus that satisfies both of the exchange conditions when said inquiring means inquires of the player whether or not to exchange.

20. A game system according to claim 1, wherein said game apparatus, further comprising:

a display means; and

an electric power control means for controlling a power supply to said display means, wherein said exchange desire transmitting means, said exchange desire receiving means, and said game data exchange means execute their processes while the power supply to said display means is suspended by said electric power control means, said electric power control means performs the power supply to said display means at a timing relating to a process of said game data exchange means, and said display means displays information relating to the exchange.

21. A game system according to claim 1, wherein said game apparatus, further comprising:

an attached means for detachably being attached with a medium in which a game program, game identifying information that is identifying information of said game program, and said game data are stored;

a reading means for reading, when said medium is attached to said attached means, said game program, said game identifying information, and said game data from said medium; and

a game identifying information exchange means for exchanging said game identifying information read by said reading means with said specific game apparatus,

wherein said game data exchange means exchanges said providing game data with said

game data exchange means of said specific game apparatus when a coincidence of the

game identifying information is indicated.

22. A game apparatus, comprising:

a game data storing means for storing game data;

a providing game data designating means for designating providing game data

being game data that is allowed to be provided to another game apparatus out of the game

data stored in said game data storing means;

an exchange condition setting means for setting exchange condition data

indicative of an exchange condition that is a condition of game data desired to be

provided from said another game apparatus in exchange for a provision of said providing

game data to said another game apparatus;

a communication means for performing short-distance radio communication with

another game apparatus;

an exchange desire transmitting means for broadcasting by use of said

communication means exchange desired data to other game apparatus(es) without

specifying a destination address;

an exchange desire receiving means for receiving by use of said communication

means said exchange desired data from another game apparatus; and

a game data exchange means for exchanging the game data with a specific game

apparatus by use of said communication means, wherein

said game data exchange means determines, by communicating with said specific

game apparatus at least one of attribute information and the exchange condition data

relating to the providing game data by use of said communication means, in association

with said game data exchange means of said specific game apparatus whether or not the

providing game data of its own satisfies the exchange condition of said specific game apparatus, and whether or not the providing game data of said specific game apparatus satisfies the exchange condition of its own, and exchanges in a case that it is determined both of the exchange conditions are satisfied, the providing game data of its own for the providing game data of said specific game apparatus by communicating with said specific game apparatus by use of said communication means.

23. A game apparatus according to claim 22, further comprising

a switching means for alternately executing a process of said exchange desire transmitting means and a process of said exchange desire receiving means.

24. A game apparatus according to claim 23, wherein

said switching means alternately repeats a first period for broadcasting said exchange desired data by the process of said exchange desire transmitting means and a second period for attempting to receive said exchange desired data by the process of said exchange desire receiving means, further comprising

a period's length setting means for variably setting a length of at least one of said first period and said second period.

25. A game apparatus according to claim 23, wherein

said switching means alternately repeats a first period for broadcasting said exchange desired data by the process of said exchange desire transmitting means and a second period for attempting to receive said exchange desired data by the process of said exchange desire receiving means, further comprising

a period's starting point setting means for variably setting a starting point of at least one of said first period and said second period.

26. A game apparatus, comprising:

a game data storing means for storing game data;

a providing game data designating means for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data storing means;

an exchange condition setting means for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communication means for performing short-distance radio communication with another game apparatus;

a connection establishing means for performing by use of said communication means a process to establish a connection with a specific game apparatus by a radio communication; and

a game data exchange means for exchanging the providing game data for game data of said specific game apparatus that satisfies the exchange condition by use of said communication means, wherein

said connection establishing means executes a first connection establishing process by broadcasting connection requiring data for establishing a connected state with another game apparatus which has received said connection requiring data, or executes a second connection establishing process by receiving said connection requiring data that is transmitted from another game apparatus for establishing the connected state with said another game apparatus which has broadcasted said connection requiring data, and

said game data exchange means determines, by communicating with said another game apparatus at least one of attribute information and the exchange condition data relating to the providing game data by use of said communication means, in association with said game data exchange means of said another game apparatus whether or not the

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providing game data of its own satisfies the exchange condition of said another game apparatus, and whether or not the providing game data of said another game apparatus satisfies the exchange condition of its own, and exchanges, in a case that it is determined both of the exchange conditions are satisfied, the providing game data of its own for the providing game data of said another game apparatus by communicating with said another game apparatus by use of said communication means.

27.  A game apparatus according to claim 26, further comprising

a switching means having a function of executing said first connection establishing process and a function of executing said second connection establishing process for alternately executing said first connection establishing process and said second connection establishing process.

28.  A game apparatus according to claim 27, wherein

said switching means alternately repeats a first period for broadcasting said connection requiring data by said first connection establishing process and a second period for attempting to receive said connection requiring data by said second connection establishing process, further comprising

a period's length setting means for variably setting a length of at least one of said first period and said second period.

29.  A game apparatus according to claim 27, wherein

said switching means alternately repeats a first period for broadcasting said connection requiring data by said first connection establishing process and a second period for attempting to receive said connection requiring data by said second connection establishing process, further comprising

a period's starting point setting means for variably setting a starting point of at least one of said first period and said second period.

30.  A storage medium storing a game program executed by each game apparatus in a game system that is provided with a plurality of mobile game apparatuses and exchanges the game data between the respective game apparatuses, wherein said game apparatus, comprising:

5          a processor;

a game data storing means for storing game data; and

a communication means for performing short-distance radio communication with another game apparatus;

said game program makes said processor of said game apparatus execute

10      following steps of:

a providing game data designating step for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data storing means;

an exchange condition setting step for setting exchange condition data indicative

15      of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

an exchange desire transmitting step for broadcasting by use of said communication means exchange desired data to other game apparatus(es) without

20      specifying a destination address;

an exchange desire receiving step for receiving by use of said communication means said exchange desired data that is transmitted from another game apparatus; and

a game data exchange step for determining, by communicating with said specific game apparatus at least one of attribute information and the exchange condition data

25      relating to the providing game data by use of said communication means, in association

with said another game apparatus whether or not the providing game data of its own

satisfies the exchange condition of said specific game apparatus, and whether or not the

providing game data of said specific game apparatus satisfies the exchange condition of

its own, and exchanges, in a case that it is determined both of the exchange conditions are

5    satisfied, the providing game data of its own for the providing game data of said specific

game apparatus by communicating with said specific game apparatus by use of said

communication means.

31. A storage medium storing a game program executed by each game apparatus

in a game system that is provided with a plurality of mobile game apparatuses and

10   exchanges the game data between the respective game apparatuses, wherein

said game apparatus, comprising:

a processor;

a game data storing means for storing game data; and

a communication means for performing short-distance radio communication with

15   said another game apparatus;

said game program makes said processor of said game apparatus execute

following steps of:

a providing game data designating step for designating providing game data that is

allowed to be provided to another game apparatus out of the game data stored in said

20   game data storing means;

an exchange condition setting step for setting exchange condition data indicative

of an exchange condition that is a condition of game data desired to be provided from said

another game apparatus in exchange for a provision of said providing game data to said

another game apparatus;

25        a connection establishing step for executing a first connection establishing process

by broadcasting connection requiring data for establishing a connected state with another game apparatus which has received said connection requiring data, or executes a second connection establishing process by receiving said connection requiring data that is transmitted from another game apparatus for establishing the connected state with said

5    another game apparatus which has broadcasted said connection requiring data; and

a game data exchange step for determining, by communicating with said another game apparatus at least one of attribute information and the exchange condition data relating to the providing game data by use of said communication means, in association with said another game apparatus whether or not the providing game data of its own

10    satisfies the exchange condition of said another game apparatus, and whether or not the providing game data of said another game apparatus satisfies the exchange condition of its own, and exchanges, in a case that it is determined both of the exchange conditions are satisfied, the providing game data of its own for the providing game data of said another game apparatus by communicating with said another game apparatus by use of said

15    communication means.

32. A game data exchange method in a game system which is constructed of a plurality of mobile game apparatuses and exchanges the game data between the respective game apparatuses, wherein

each game apparatus, comprising:

20    a game data storing means for storing game data;

a providing game data designating means for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data storing means;

an exchange condition setting means for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be

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provided from said another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communication means for performing short-distance radio communication with another game apparatus;

an exchange desire transmitting means for broadcasting by use of said communication means exchange desired data to other game apparatus(es) without specifying a destination address;

an exchange desire receiving means for receiving by use of said communication means said exchange desired data from another game apparatus; and

a game data exchange means for exchanging the game data with a specific game apparatus by use of said communication means, wherein

(a) a first game apparatus out of said plurality of game apparatuses transmits said exchange desired data by use of said exchange desire transmitting means, and a second apparatus out of said plurality of game apparatuses receives said exchange desired data, and

(b) said game data exchange means of said first game apparatus and said game data exchange means of said second game apparatus determine, by communicating at least one of attribute information and the exchange condition data relating to the providing game data by use of said communication means, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus.

33. A game method of a game system which is constructed of a plurality of mobile

game apparatuses and exchanges game data between the respective game apparatuses, wherein each game apparatus, comprising:

a game data storing means for storing game data;

a providing game data designating means for designating providing game data that

5     is allowed to be provided to another game apparatus out of the game data stored in said game data storing means;

an exchange condition setting means for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing

10    game data to said another game apparatus;

a communication means for performing short-distance radio communication with another game apparatus;

a connection establishing means for performing by use of said communication means a process to establish a connection with a specific game apparatus by a radio

15    communication; and

a game data exchange means for exchanging the game data with said specific game apparatus by use of said communication means, wherein

(a) in a first game apparatus and a second game apparatus out of said plurality of game apparatuses, said connection establishing means of one game apparatus executes a

20    first connection establishing process by broadcasting connection requiring data for establishing a connected state with other game apparatus which has received said connection requiring data, and said connection establishing means of said other game apparatus executes a second connection establishing process by receiving said connection requiring data for establishing the connected state with said one game apparatus which

25    has broadcasted said connection requiring data, and

(b) said game data exchange means of said first game apparatus and said game

data exchange means of said second game apparatus determine, by communicating at

least one of attribute information and the exchange condition data relating to the

providing game data by use of said communication means, whether or not the providing

5     game data of said first game apparatus satisfies the exchange condition of said second

game apparatus, and whether or not the providing game data of said second game

apparatus satisfies the exchange condition of said first game apparatus, and exchange, in a

case both of the exchange conditions are satisfied, the providing game data of said first

game apparatus for the providing game data of said second game apparatus by

10    communicating between said first game apparatus and said second game apparatus by use

of said communication means.